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TAITO®

# Legend of Kage™

## & The Fortress of Doom

INSTRUCTION BOOKLET

SUPER NINTENDO

ENTERTAINMENT SYST

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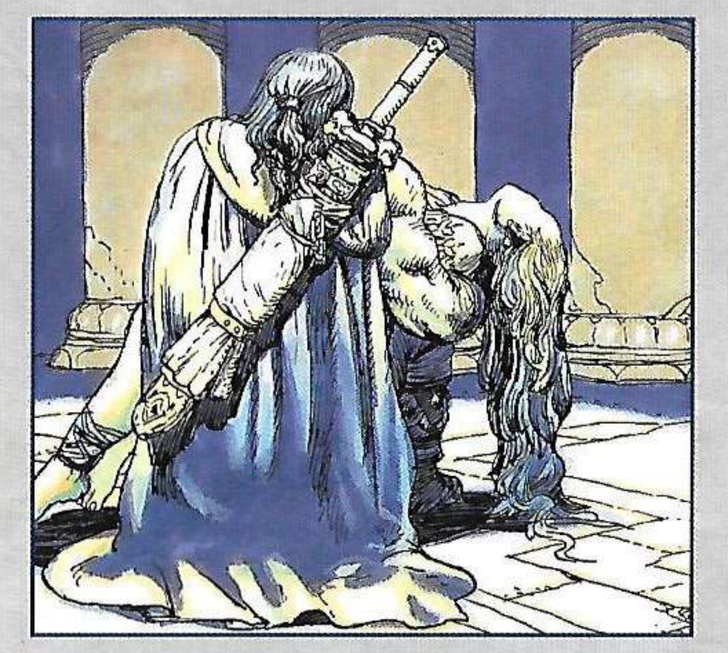
# THE SINISTRALS RETURN!

Greetings, young hero. The mists of time reveal that you have not yet begun your quest. Who am I? A poet, a seer, one with just a bit of magic in his fingers—no one of real importance. I exist only to assist you. It is said you are known by many names—I will simply call you Hero. I have come to prepare you for a journey into darkness, to give you the secrets you must know to conquer the corrupt forces threatening our world.

The terror began one hundred years ago, when the Sinistrals appeared in our sky on their floating island. Humanity was thrown into panic as the four nightmare beings, Chaos, Destruction, Terror, and Death, spread their dark powers across our land. I was a child then. Yes, I saw it all...and remembered. Our greatest warriors threw their lives away trying to defeat the Sinistrals. Then the only four surviving heroes gathered. They were Artea, Guy, and Selan, with Maxim, their leader. They fought a mighty battle against the Sinistrals and won. That was 99 peaceful years ago.

But now, young Hero, the Sinistrals have risen again on their strange island. They call upon the power of night and send forth their foul servants to revenge themselves upon us all. You, with your three companions, must become the new band of heroes to destroy the Sinistrals.

I will help you get started by showing you how Maxim led his warriors to victory. You will find yourself living that day of tremendous courage and strife. I have just enough magic in me to draw aside the curtain of time and let you walk in the steps of Maxim. I will try to send you close to the last battle. Use this opportunity to learn and gain experience for your own mission. Feel yourself change as you become Maxim...



# DOOM ISLAND

Doom Island looms like a black storm cloud over our fair land. All hope is lost as our armies are crushed by the Sinistrals. Our four mightiest warriors, the last ones, develop their plan.

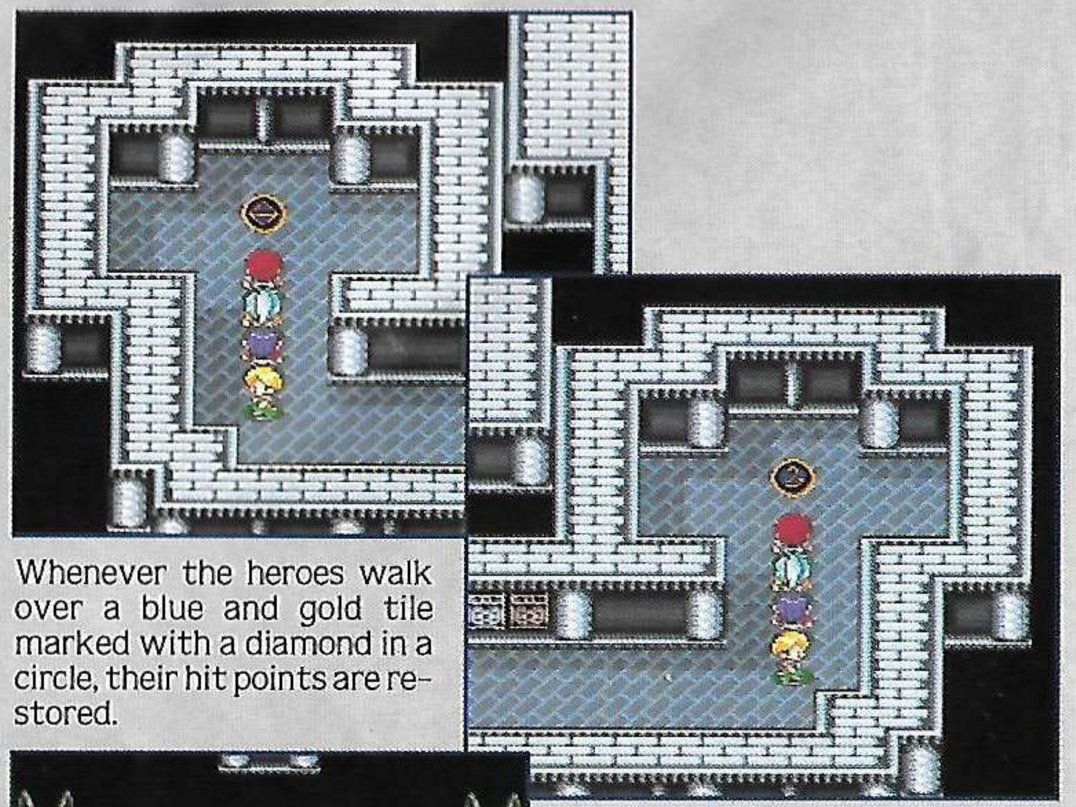
# THE FINAL BATTLE

Maxim and his warriors battle their way onto Doom Island and enter the Fortress. Now they seek the Sinistrals.

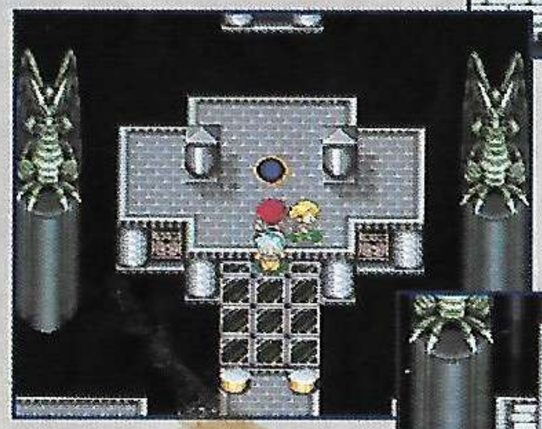
When the heroes find gold plaques, they approach them and push the A Button. Valuable clues are then provided.

The Sinistrals leave red treasure chests around the Fortress. The heroes open these by pushing A.

Powerfully armed with weapons and spells, the heroes destroy every foe they encounter in this sinister Fortress.

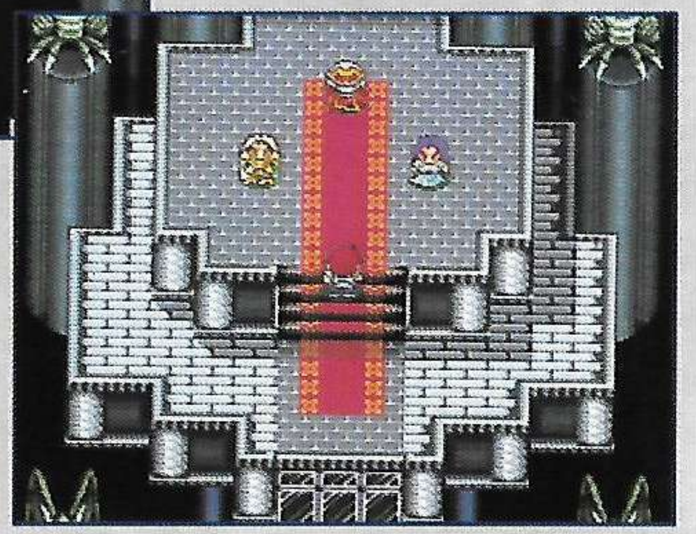


Whenever the heroes walk over a blue and gold tile marked with a diamond in a circle, their hit points are restored.



When approached, tiles painted with a gold staff against a blue circle replenish the heroes' magic points.

Warp pads are pulsing blue circles on the floor. The heroes stand on these to teleport to distant locations.



The Sinistrals lurk in a mysterious realm. Our heroes must use a warp pad to find them and finish their mission.

Gades, master of Destruction, is the first Sinistral to attack. His strength is awesome, but he is not invincible.

Selan must use her magic against Amon, master of Terror. It is a contest of furious power, and Selan is victorious.

Maxim pits his unmatched strength against Erim, the mistress of Death. Her spells shatter and fall apart before him.

The heroes must join forces to destroy Daos, master of Chaos and all the Sinistrals. He does not survive the battle.

# THE HEROES

Hero, you will begin this journey alone. Before long, your childhood friend and dear companion, Lufia, will join you, and later Aguro and Jerin.

## HERO

Your fiery hair marks you as the descendent of Maxim. You are heir to his power, his moral strength and his devotion to duty. Your greatest talents are those of a warrior, but you know some magic.

## LUFIA

Lufia mysteriously appeared in Alekia when she was seven, and she is your closest friend. She gladly joins your quest and vows to use all of her tremendous magical skills to help destroy the Sinistrals.

## AGURO

Aguro, the commander of Lorbenian Army, his strength is as great as Lufia's Magic abilities. Once you meet him in Trek, he becomes devoted to you.



## JERIN

As half-elf, half-human, Jerin has been outcast by both races. Only her wondrous skill with bow and arrow and magic have kept her alive. Because you save her, she joins your quest out of gratitude.

# OTHER DEFENDERS

### MAXIM

Your ancestor who led the original band of heroes to victory.

### SELAN

This Talented sorceress and Maxim went down with the Fortress.

### ARTEA

His wondrous archery skill helped Maxim stop the Sinistrals.

### GUY

A true soldier, loyal to Maxim. His strength ensured victory.

### LOU

The son of old Professor Shaia. Lou was left behind in Lorbenia.

### COOPER

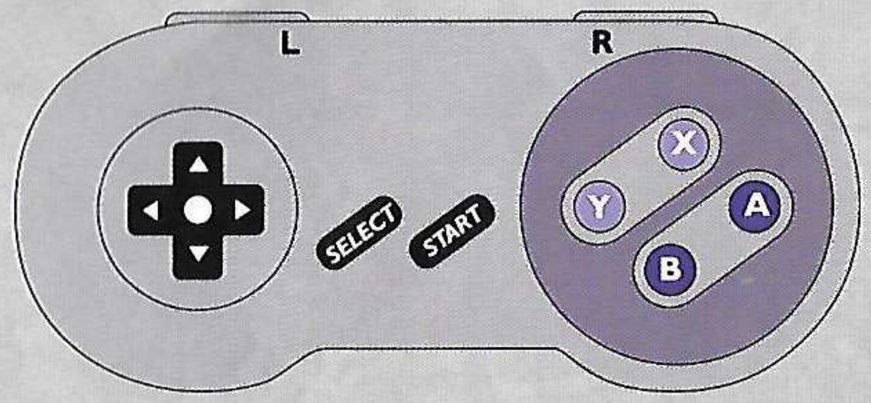
An assistant to Professor Shaia, and his friend and confidante.

### PROFESSOR SHAIA

Absent-minded Professor Shaia built a ship called the Falcon. He focused his whole life on it. You will need the Falcon to succeed.

# CONTROLLER

Take this tool called Controller on your quest. Use it according to my instructions, or else you will not survive the first hour of your journey.




### L Button

When you want to scroll through lists of items, weapons, spells, etc., push the L Button.

### R Button

As with the L Button, press R to move around the various lists that are available to you.

### Y Button

On this quest, you will have no reason to use the Y Button.

### X Button

To read descriptions of spells when looking at a list, use the Control Pad to move the cursor to an item. Push X.

### B Button

To see the Party Status, press the B Button. Push B again to return to seeing the Overview.

### A Button

Press the A Button to perform many actions, including conversation, buying, selling, trading, and fighting.

### CONTROL PAD

You must push the Control Pad to move around. In windows, move the cursor with the Control Pad.

### SELECT

The Select Button serves no purpose in this quest.

### START

Push start to begin the game.

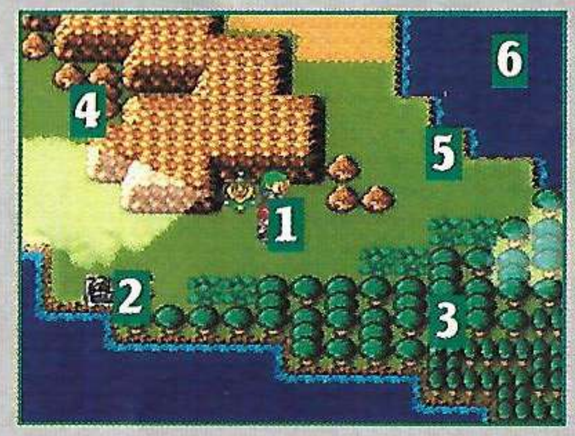


# VISION

As you journey across the land, you will be able to observe yourself, your party, and battles from three viewpoints: Overview, Player Status, and Battle.

## OVERVIEW

With this form of vision, you will look down on your group as you travel. You will also be able to see the landscape around you.




### 1 PARTY 1

This is how your band appears in the Overview vision. The high viewpoint also helps locate landmarks and find your way from town to town.

### 2 TOWN/CASTLE 2

The towns and castles of our land are centers of commerce, with shops, inns, and clerics. Put these services to good use.

### 3 FOREST 3

Unless you really need to collect Gold, or want to build your experience, avoid the forest. It's a breeding ground for foul monsters of every description.

### 4 MOUNTAINS 4

When you try to scale mountains, your progress is slowed. Monsters can then catch up while you are vulnerable.

### 5 PLAINS 5

On the plains, your band can move quickly. When members of your group have few hit points or are at low levels, try to stay on the flatlands.

### 6 WATER 6

Since none of you are very good swimmers, you cannot cross bodies of water without a boat. Take a ship or use the Falcon to explore the lakes and oceans.

# PARTY STATUS

When you're in Overview, push B to enter Player Status. Here you can review the status of yourself and your friends, take action with items, weapons, or spells.

## Inventory Window

When you look into this window, you will see all of the items being carried by your party.

## Command Window

Here, you are given the power to change items, magic, equipment, and some aspects of the quest.

## Character Window

Your party's hit points, magic points, and health are revealed to you in this window.

## Gold Window

As you all share the danger, so you share the rewards by keeping your Gold in a common purse.

# ITEMS

## 1 INVENTORY 1

Position the cursor at Items and push A to see this window. To scroll through the inventory list of your items, press the L or R Buttons, or use the Control Pad to move the cursor.

## 2 USE OR DROP 2

Move the cursor to the object and push the A button. You will be asked whether you want to USE or DROP that item. Select an option with the cursor and push A.

## 3 CHARACTER SELECTION 3

When you must use an item for one of your party, indicate the recipient by moving the arrow with the Control Pad and push A.



# MAGIC

## 1 SPELL LIST 1

Spells a character casts are shown by selecting that character.

## 2 CHARACTER SELECT 2

To cast a spell on a friend, choose a spell, then select the character.

# EQUIP

## 1 EQUIPMENT IN USE 1

Choose Equip, then a person. Weapons in use appear on the left.

## 2 SPARE EQUIPMENT 2

On the right side is the spare equipment carried by your band.

# MENU

## 1 SCENARIO ITEMS 1

Choose this to see a list of the rare and unusual items you have collected during your quest.

## 2 COMBAT ORDER 2

Move the hand to a character. Push A. Position the second hand and push A. The two switch places.

## 3 ITEM SORT 3

Shuffle your items around in the same way you did Combat Order.

## 4 MAGIC SORT 4

Rearrange the order of your spells as described above.

## 5 MESSAGE SPEED 5

Make a selection and push A.

## 6 MUSIC 6

Choose mono or stereo. Push A.

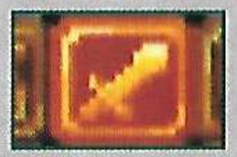
## 7 PLAY TIME 7

Shows the duration of the quest.

## BATTLE SCREEN

When you confront an enemy, choose one of five actions. Four options you select with the Control Pad and push A. To pick the fifth option, only press A.

### FIGHT

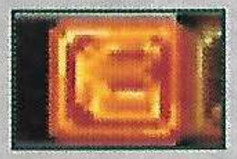


If you want to fight with the weapon you are currently using, do not push the Control Pad. Simply press A.

### SPELL

When you prefer to use magic, rather than engage in hand-to-hand combat, push the Control Pad up and then press A.

### ITEM

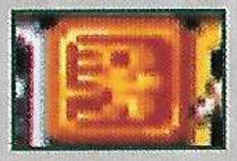


If you are carrying a particular item that you think will bring you victory in battle, push the Control Pad left, then press A.

### DEFEND

If you are feeling weak, and need to concentrate on self-defense rather than attack, push the Control Pad right, then A.

### RUN



When you decide that it would be best to avoid combat altogether and escape, press the Control Pad down, then A.

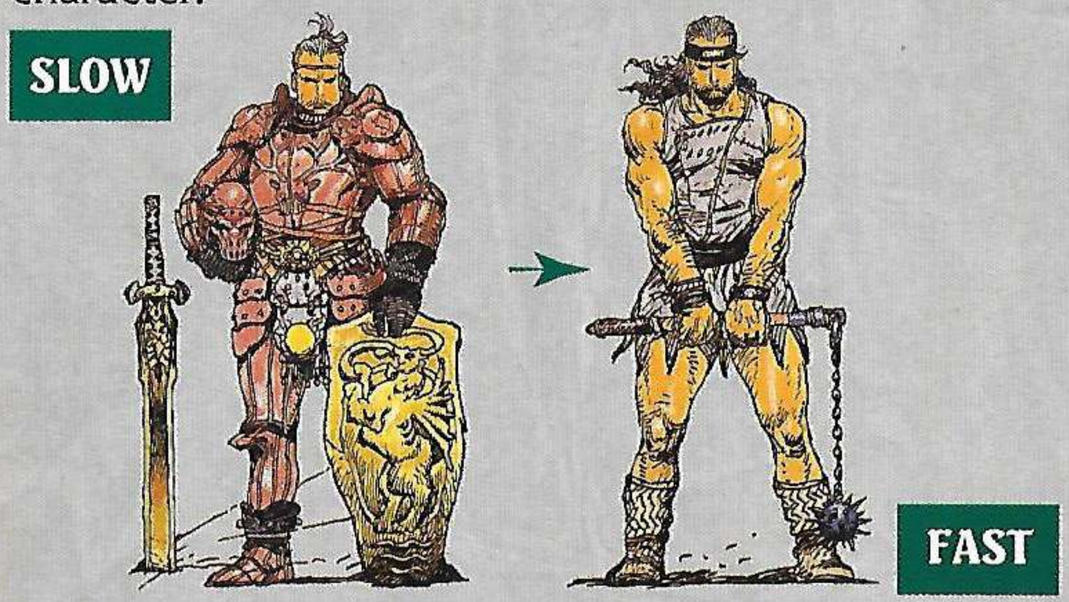


# DOING BATTLE

After selecting a method of attack, you will target enemies with the icon. Each of your characters has a special skill to use in battle. By fighting often, the agility of your characters will increase.

## AGILITY BATTLE

Every time you fight, you learn about the enemy. You also improve your reflexes and develop your skills. As you and your party gain experience and move up levels, your agility will automatically increase. With greater agility, some of your band can attack more than others. Look in Player Status to check the agility level of your character.



# FIGHTING

In battle, you will make a combat decision as described on Page 16 for each member of your band. I have a few words of advice to help you win your battles, so pay attention. Remember to draw upon the individual strengths of your characters.

## FIGHT OR FLEE

Once you determine whether a person should fight, defend, or use magic or items, you will need to select a foe from among your enemies.

## SELECT ENEMY

An icon appears when you make a decision to attack with weapon, item, or spell. Use the Control Pad to position the icon over an enemy. Push A.

### FOR EASY VICTORY...

When you are confronted with an entire group of enemies, gang up on the stronger ones first. Then recharge and attack the weaker foes.



## COMBAT SEQUENCE

I have created for you a vision of the fighting methods I just described. Here you can see what this technique looks like in practice...

## HP (HIT POINTS)

Keep an eye on your status box to track your HP levels. When they are low, the box is yellow. If you are almost out, the box turns red.

## ATTACK A FRIEND

If a member of your band is confused or asleep, awaken him with an attack. Push down on the Control Pad to move the icon to your group.

## HELPLESS

You cannot fight when you have no hit points. Use the Revive or Miracle potion, or the Revive spell, to recover your hit points in battle.

# PETRIFIED

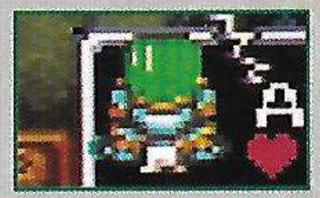
A number of curses and poisons can freeze up members of your band. People can also collapse into a deep sleep. In any case, you must find a way to restore the person. The causes of petrification are:

## STONE

Some kinds of spells and poison can turn a person into stone. The effects do not wear off, so the person must be cured.

## PARALYZED

Paralysis is temporary, and its duration depends on the strength of the person affected. It always wears off by the end of a battle.



## CONFUSED

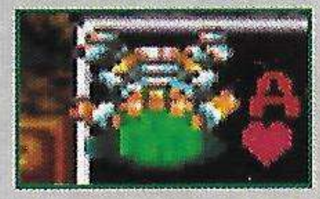
Enemy wizards like to cast spells of confusion because they make people attack their own friends. Cure this condition quickly.

## ASLEEP

Some poisons and certain spells can send a person into slumber. To wake them, use Awaken potions or spells, or wait until the end of a battle.

## NO HP

Without hit points, you become helpless in battle. Find a way to restore your hit points before an enemy annihilates you.





# COMBAT ORDER

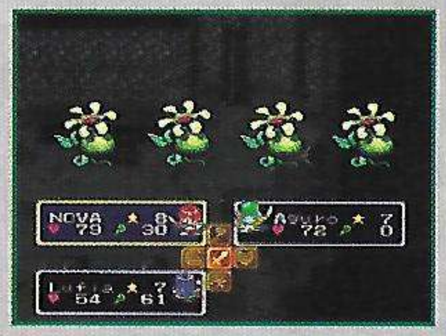
How you arrange your party for battle will have a major effect on whether you are victorious. The fighting skills of each of you must be exploited. I can give you some advice on where you should be positioned when you are faced with combat.

## HERO, LUFIA

At the beginning of your quest, you and Lufia will be fighting alone. Since you are the stronger in battle, position her beside you.

## HERO, AGURO, LUFIA

Aguro's talents lie in the power of his muscles. He should be placed between you and Lufia so that he can help protect her while she works her spells.




## HERO, AGURO, JERIN, LUFIA

With her bow and arrow, Jerin can strike from afar. The best position for her is after Aguro, where she can use her agility and marksmanship.

# WEAPONRY

You and your people are skilled in the use of different weapons. You each have unique requirements in the way of protective gear, as well. Upgrade the equipment of your people whenever you can.

## ARMING YOURSELF

While in Alekia, purchase a weapon and protective clothing of some kind. Later in your quest, before entering the Old Cave, you should at least be armed with the Long Knife.

## FINDING WEAPONRY

Careless monsters often leave their weaponry behind. Also look in chests; sometimes you'll find better equipment. Some weapons cannot be bought; for example, the Broad Sword and Broad Rod. Items like these are only found in treasure chests.

## ASSIGNING EQUIPMENT

Arm yourself and Aguro with the mightiest swords and helmets you can find. The Wave Ring increases your powers, and Aguro knows how to use the Hi-Daze Ring effectively. Because of her sorcery, arm Lufia with staffs and rods. Jerin uses bows and arrows. Both of them need to wear berets and caps for head protection.

### BATTLE PREPARATION

Monsters usually attack quickly, giving you little time to prepare. And once battle is joined, the action is too fast and furious for you to change weaponry. Avoid trouble by getting into the habit of equipping new items as soon as you obtain them.

# ATTRIBUTES

Each member of your party has his or her own set of individual strengths and weaknesses. Attributes are given a numerical value--the higher, the better. They increase as the character's level goes up.

## ATP

Attack power determines how powerful you are in combat and how much damage you can inflict on your enemies.

## DFP

With a high defense power, you will protect yourself better and lose fewer hit points when struck by an enemy.

## STR

If you are strong, you can resist poison and some types of injury. To strike effective blows, you must have strength.

## AGL

Your agility will increase as you battle foes and build up experience. With high agility, you can attack or flee faster.

## MGR

All of us have some inbred resistance to magic. With a strong magic resistance, you are immune to certain spells.

## MP

The more magic power you have, the more spells you can cast. When running low, visit an Inn or take a potion to recharge.

## HP

The number of hit points you have determines how much injury you can survive in battle. When they run out, you are helpless.

## INT

Intelligence is a necessary characteristic for everyone. Being smart helps you resist confusion and learn spells.

# SPECIAL PLACES

Many services are available to you in towns and villages. To open conversations with people, push A. To answer questions, or make selections when purchasing, use the Control Pad and A Button.

## INNS

To rest yourself and replenish hit points and magic points, visit an Inn and sleep.

## CLERIC

A talented cleric can remove curses, revive characters, and record your journey.

## ITEM SHOP

When you have Gold clinking in your purse, visit an Item Shop to buy the things you need.

## WEAPON SHOP

The weapons dealers of our land have been doing a booming business. Buy their goods.

## ARMOR SHOP

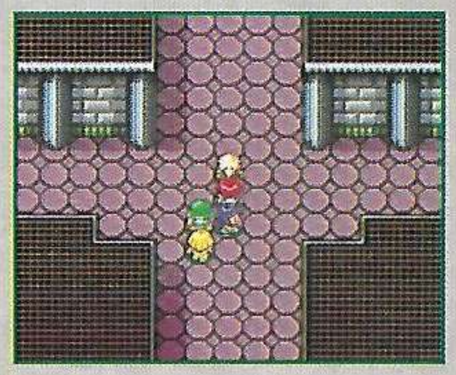
Visit these shops and gird yourself and your friends in the best armor you can afford.

## WARP ZONE

Step onto a Warp Zone and your band will be whisked away to an unknown destination.

## WARP SHRINE

Arriving here, remember which warp zone brought you. The Keeper will give you good advice.



# MODES OF TRANSPORT

To hunt down the Sinistrals and their servants, you will need to find special ways of travelling across the land. Mostly you will use the Falcon, but you must also set sail in a military vessel.

## THE MABERIA

In return for recovering the Maberia from the monsters, the ship's captain offers you free passage between Treck and Lorbenia.

## WATER FALCON

Professor Shaia's Falcon leaks a little, and is not in good repair. But it will take you where you need to go and stay with you on your journey. Be careful not to lose it.

## SUB-FALCON

To travel underwater in the Falcon, you need to collect Alumina so that Professor Shaia and Cooper can repair it. Look for a whirlpool to dive underwater.

## AIR FALCON

To make the Falcon fly, you must find a dangerous fuel known as Power Oil. Bring it to Professor Shaia so he can prepare the Falcon for flight. Once she's airworthy, press A to take off.

# HERO'S LOG

# QUEST RECORD

To begin your quest push Start. You then have two choices. Select Initial to start a new quest or choose Continue to carry on with an earlier quest.

## INITIAL AND CONTINUE

Once you choose Initial, record your name. A new quest will open to you. When you select Continue, indicate the quest you want to resume. You will return to the place where you last recorded your progress with a Cleric.

## RECORDING

Locate a Cleric in a town or village to have your accomplishments recorded in the Book of Heroes. When you approach, the Cleric will offer you several services. Choose the Record option.

### THREE PAGES

Three pages of the Book of Heroes are blank, so you can record up to three different quests at a time. Or, you can record one quest in three different ways.



# LEVEL 1

1. Alekia
2. Chatam
3. Caves
4. Sheran
5. Alekia
6. Chatam
7. Cave
8. Sheran
9. Alekia
10. Chatam

Level 1 indicates that you should rank level 1 at this point in the game.

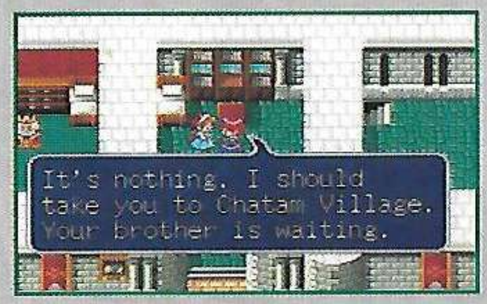
Use the table to the left to plot your course in Alekia. You can stay overnight at the Inn for free.

### FRIGHTFUL RUMORS

Rumor has it that monsters, the kind not seen for 99 years, are attacking the town of Sheran. The King and armies are lazy now— only you are brave enough to discover the truth.

### THE ROAD TO SHERAN

On your way to Sheran, stop in Chatam, and go through the caves. Save Lilah and rescue the prisoners. Hmm, this gets complicated—I will provide details...



# CHATAM

## A WORRIED GIRL

As you go through Chatam on your way to Sheran, visit a young woman. She is very worried about Lilah, who is supposed to be in Sheran. Danil, her brother, has heard the frightful rumors and wants to save Lilah. He has disappeared and is thought to have gone to the caves.

# CAVES

## ITEMS

The Sinistrals' servants stash their loot in the caves. Search for powerful healing items, and a large stash of gold.

## THE KEY

To unlock the dungeon of Sheran Castle, you need a key. Danil has it. Find him in the caves near the exit that leads to Sheran.

# SHERAN

## EXPLORE

The once lovely town of Sheran lies in ruins. Try to find survivors and get information. Though in shock, they will be able to share a little news. Next enter Sheran Castle and locate the King.

## SHERAN'S KING

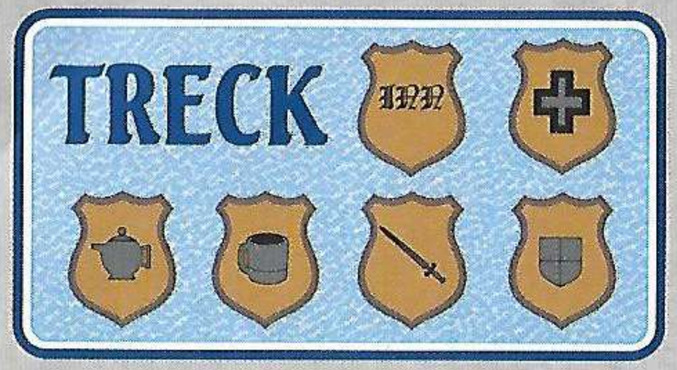
The King and his court are locked in the dungeon. Enter the throne room and find the locked door on the left. Use the key Danil gave you to open it. Flip the switch inside and go to the King.

## GADES ATTACKS!

As you leave the castle, the Sinistral, Gades, attacks. Lufia escapes with the others while you stay behind to fight. You are not yet strong enough to defeat him, but he flees when Lufia returns.

# LEVEL 6

1. Treck
2. East Cave
3. Treck
4. North Cave




## GUY

When you are in Treck, visit the Elder. He gives you directions to find Guy. You will need the help of the Elder's niece.

## AN ALLY

You must locate Guy and speak with him. When you return to Treck, you will meet Aguro. He joins you in a battle against four of Daos' servants. Aguro's strength is impressive. Both of you will journey north in search of his ship. But let me start at the beginning...

# EAST CAVE

## FINDING GUY

Enter the East Cave. You must travel on foot to Guy. Only the Elder's niece can unseal the door that blocks your passage through the cave.

## CRUCIAL INFORMATION

Guy, one of the survivors of the original band of heroes, has grown old and suspicious. However, keep talking to him and he'll tell you very valuable information about the return of the Sinistrals.

# NORTH CAVE

## AGURO'S SHIP

Pass through the North Cave to find the lost ship Maberia. The servants of Daos have it, and they want to keep it. You must fight a terrible battle to win back the vessel, but it is worth the cost.

# LEVEL 8

1. Lorbenia
2. Grenoble
3. Old Cave
4. Grenoble

## LORBENIA

### LOU

Visit the dress shop when you arrive in Lorbenia and you will encounter a young thief. He is Lou, the son of Professor Shaia, and was left behind in Lorbenia. He only steals to eat.

## GRENOBLE

### SPRING BASEMENT

In Grenoble, a strange old man lives in the spring. He will only tell you about Artea if you get him the Fairy Kiss.

### A TASK

To earn the Fairy Kiss, receive a task at the Treasure Hunter's desk.

# OLD CAVE

### HIDDEN CHESTS

The smarter monsters try to hide their treasure in pools of poison. Use the float spell or potion to glide over pools and pull out the treasure chests. The Old Cave is filled with hidden wonders.

### RETURN TO THE CAVE

The Old Cave will play an important role in the success of your quest. Visit it whenever you need to refill your purse with Gold, or to find better weaponry in the hidden treasure chests.

### AMBUSH AND SURPRISE ATTACK

You need to watch for two special types of random attack. Enemies can sneak up and ambush your party before you have a chance to prepare for combat. In return, you can launch a surprise attack on your foes and catch them off guard. Or, in Surprise Attack, you can escape without being blocked.

# LEVEL 12

1. Tower
2. Kirof
3. Medan
4. Kirof
5. North Cave

## TOWER

### THE KNIGHT

This powerful Knight trained with Artea; he can tell you about him. However, he will share nothing until you prove yourself in combat.

### ELFREA

After the fight, the Knight tells you about the land of the elves, Elfrea. He also speaks of elfin magic. Heed his words when he says to visit Kirof.

## KIROF

### REYNA

A merchant has brought his ill daughter, Reyna, to Kirof for the healthy air.

### MARK, THE THIEF

Mark is terribly worried about Reyna, so he goes after the Hope Ruby.

## MEDAN

### THE HOPE RUBY

The Hope Ruby has not been granting many wishes in Medan lately. Locate the Princess and her friend and eavesdrop on their conversation. You will learn something most surprising!

## GHOST CAVE

### REYNA IS LOST

Follow Mark back to Kirof. There, you learn Reyna is gone. Seek her in the Ghost Cave where she is being held prisoner. Find the Ghost Ring in the cave and equip it before you try to fight her captor.

### DEAD END

In the cave you face a chasm with two unusable bridges and a gap where there should be a third bridge. Gather your courage and try to find your way.

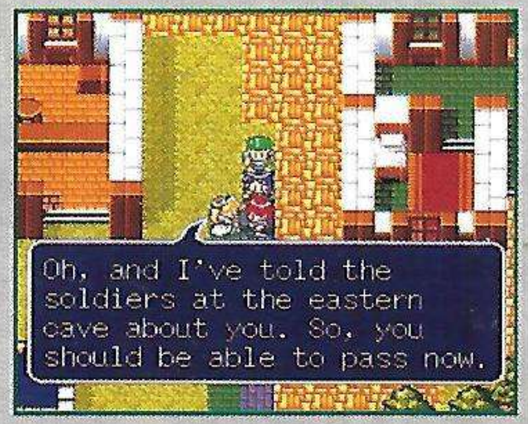
# LEVEL 14

1. Medan Cave
2. Belgen
3. Dais
4. Tower

## MEDAN CAVE

### CLEAR PASSAGE

If you tried to pass through this cave earlier, you'll remember that your way was blocked. However, after you rescue Reyna, see the Princess of Medan. The Princess will arrange for you to have safe passage through the cave.




## BELGEN

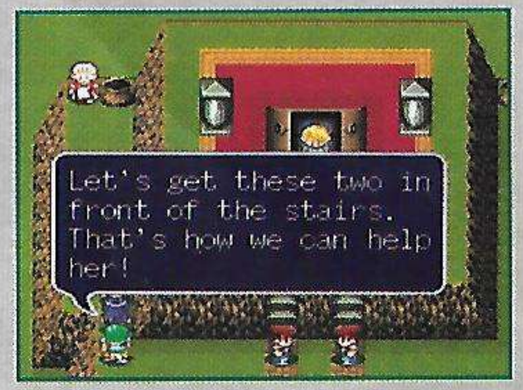
### A KIDNAPPING!

Monsters are stealing maidens from Belgen. In fact, a kidnapping just took place before you arrived. You are asked to rescue her, but of course you would have volunteered to do so anyway.

## DIAS

### FOILED TWICE!

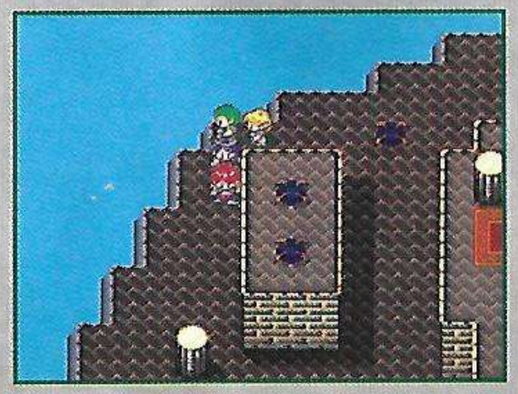
Elves prevent you from taking Jerin down from the dais. While you are arguing with them and trying to get through, a monster swoops down and carries off the poor young woman to the North Tower.




## NORTH TOWER

### MULTI-LEVEL MAZE

The top of the tower is a maze of platforms set at different heights. You must warp from one to the other. The monster is especially vulnerable to sleep and confuse spells.



# LEVEL 16

1. Jenoba
2. Blue Tower
3. Green Tower
4. Ruan
5. Grenoble
6. Old Cave

## JENOBA

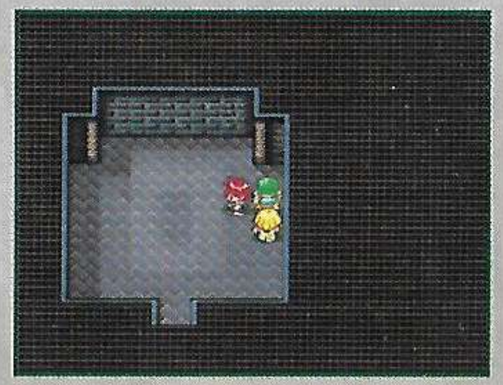
### THREE GEMS

To warp to Elfrea with elf magic, you must place the Red, Blue and Green gems in their home towers. First the Blue gem, then the Green, and finally the Red. You will then warp to Elfrea.

## BLUE TOWER

### PITFALLS

Beware the trap doors hidden throughout this tower. You can spot these pitfalls because the trick tiles are a lighter color than the rest of the floor. Remember their location and avoid them.

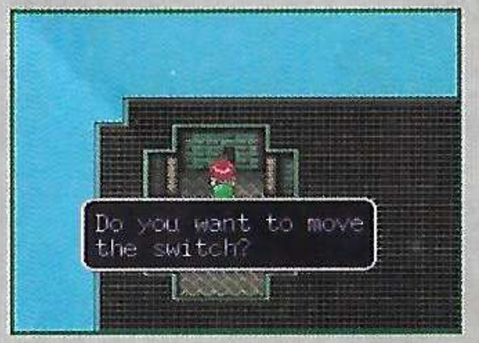




## GREEN TOWER

### FIND THE SWITCH

East of the Blue Tower is the Green Tower. Once in the Green Tower, locate the switch that changes the stairs. You will need to move around quickly, so remember the stair positions.




## RUAN

### POISON WATER

The Dark Ghost now dwells in the Red Tower. He took the Water Fairy prisoner and filled Ruan's wells with poison. The people are becoming desperate for clean water and beg you to help them.

### RECORD

At this point in your quest, locate a Cleric and have your progress recorded. If you then lose all your hit points, you can return here.

# RETURN TO MEDAN

## REMEMBER THE MINES

Remember the Old Man in the Medan Mines who wouldn't let you into his room. Could it be that he is holding something you need now?

# MEDAN MINES

## OLD MAN

This man clutches his ruby tight and won't give it to you. But if you take the time to talk to him and explain why you need it, he will relent. He is old and frightened, but not selfish.

## FILL YOUR PURSE

While you are in the Medan Mines, take this opportunity to fill up your purse with Gold and useful items. Search high and low for treasure chests, and defeat monsters to take their Gold.

# LEVEL 18

1. Red Tower
2. Elfrea
3. Ranqs
4. West Cave
5. Odel
6. Lyden

# RED TOWER

## THE DARK GHOST

This is one of the most powerful enemies you have yet faced. Before you engage him in battle, be sure you have equipped the Ghost Ring—it will provide you with a little assistance.

# ELFREA

## ELF MAGIC

Once the Dark Ghost is vanquished, place the gems in their towers, starting with the Blue, then Green, then Red. You will be whisked off to Elfrea.

## ARTEA

Artea has grown old and blind in the 99 years since the last battle. He gives Jerin his bow and speaks of the Dual Blade and the Sinistrals.

# RANQS

## DISAPPEARING MEN

All the men of Ranqs have left to work on the tunnel to Odel. The women of Ranqs run all the shops and Inns. They cannot explain the strange enchantment at the end of the tunnel.

# WEST CAVE

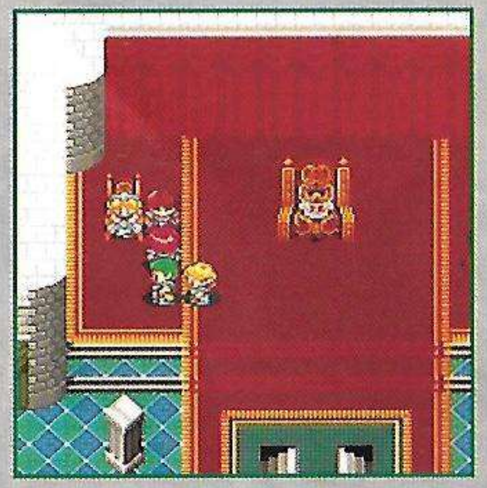
## A MAZE

Some twisted servant of the Sinistrals has built a strange maze into the entrance of the cave. All who enter become trapped and cannot find their way out. Visit the elder in the cave east of Ranqs. He will tell you what to do.

# ODEL

## FIND PIRON

The cave from Odel to Arus is split by a vast chasm, and the bridge that once crossed it has collapsed. Only the great architect, Piron, can rebuild it. He is in the Odel castle visiting the Princess. Before he will agree to repair the bridge, he wants you to get his assistant from Lyden.



# LYDEN

## MEET THE MASTER CHEF

Locate Piron's assistant, but don't leave town right away. Go into the local restaurants and talk to the chefs. Lyden is home to the greatest cooking schools in all the land. Each of the chefs has his own secrets, but one chef has developed something that you may want at a later time.

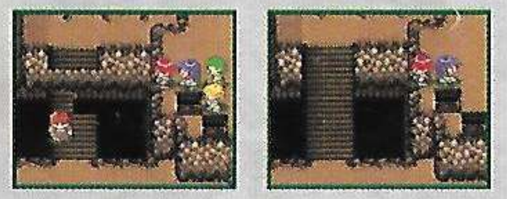
# LEVEL 20

1. West Cave
2. Arus
3. Tower of Grief
4. Platina
5. Bakku
6. Carbis

## WEST CAVE

### WATCH THE REPAIR

Piron, the master architect, needs you to watch the bridge reconstruction from a high ledge and look for mistakes. To observe the work from the high ledge, exit the cave and return by the top entrance.



Marvel at Piron's unmatched skill.

## ARUS

### SEEK THE PROFESSOR

The Professor was here in Arus for a while, but he left without warning (he's very absent-minded). Rumor has it that he went to study at the mysterious Tower of Grief. Ask the people in Arus how to find the Tower of Grief, then go there to meet Professor Shaia.

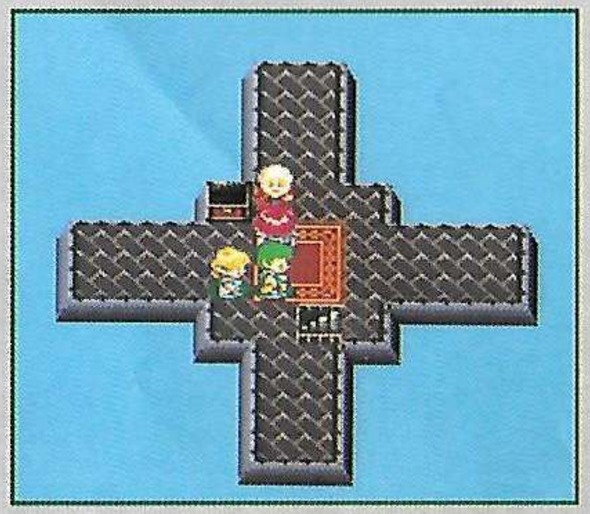
Look up the Elders of Arus and ask them about Professor Shaia.



## TOWER OF GRIEF

### THE ELDER

To obtain information, fight your way to the top of the Tower of Grief. It won't be easy. An ancient wise man dwells there, and he freely shares his knowledge with those who find him. He will tell you about the Dual Blade, the Sinistrals, and where you can find the missing Professor Shaia.



Even though it is tough going, you must get through the Tower to learn where Shaia has gone. Only the Elder living there has that information.

## PLATINA

### PROFESSOR SHAIA, AT LAST

The Professor has a lab in Platina, which you may have passed earlier. Professor Shaia is eager to tell you about his many wondrous inventions, and he'll press them upon you. Pay no attention to those toys—you need the Falcon, so ask for it. He offers you the use of it if you find Cooper first.

# BAKKU

## COOPER

Though Cooper is supposed to be in Bakku, he has left. Find the local Cleric and ask about Cooper. Also wander over to the right side of town and talk to the man in the diner. Rumor has it he holds the key to the Tower of Light. But he claims that the key was stolen from him.

This is the image of the Cleric. He is a wise man who keeps an eye on everyone and everything. Only he can tell you where Cooper went.

# CARBIS

## THE FALCON

Once you've hunted down Cooper, take him to the Professor's lab in Carbis. Shaia is quite pleased and shows you the Falcon. It is not yet complete. The Professor must have seven pieces of alumina before the Falcon will function. You must get them. Shaia says Brant, who is in Linze, can tell you where to get them.

# LEVEL 24

1. Tower of Light
2. Linze
3. Gaya's Cave

# TOWER OF LIGHT

## PITFALLS

This tower was built by beautiful spirits of the air. The pitfalls here are fairly safe—in fact you need to fall through some of them to obtain valuable items that you could not find elsewhere.

## AMON'S SERVANT

Before you ascend to the top of the Tower of Light, search carefully for a ring of power. You must have this before facing Amon's mighty servant. He will fight you for the key. Be sure to equip the ring as soon as you find it. To defeat this foul wretch, you will have to attack with both steel and magic.

# LINZE

## BRANT'S LIFE

Brant is not in Linze. He left word that he is out searching for alumina. However, the gossipers of Linze claim that Brant is actually in love with a young woman in Marse and that he has gone to visit her. Whatever the facts of his personal life may be, though, you can find him in Gayas Cave.

# GAYAS CAVE

## BRANT

When you finally do locate Brant, he is more than happy to talk to you about alumina. He also shares the secret of the warp tiles located on the three islands near Marse. In addition, Brant mentions that the King of Herat is a known collector of alumina and might be willing to trade—if you have something good to offer in return.

Catching up to Brant is a time-consuming and difficult job, but you must find him. The assistance he offers is invaluable.



# MARSE

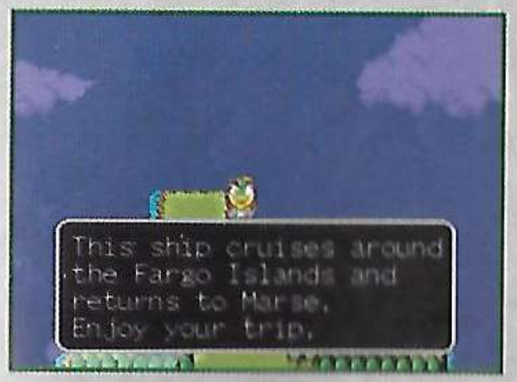
## TOUR THE ISLANDS

As soon as you enter the town of Marse, find a Cleric to record your quest. Next, take a walk down to the docks and buy a ticket for the island cruise. The tour carries you past all of the surrounding islands. Make a mental note of their location so that you can find them later.

# THE CAVES & HERAT

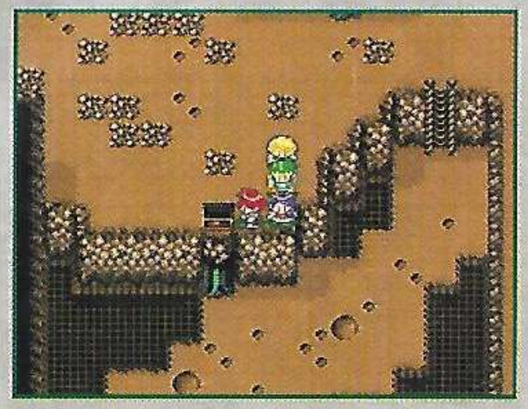
## GATHER ALUMINA

Three caves are located near Marse. In these caves, you can find alumina that was mined and left behind some time ago. After you have gathered the four pieces of alumina, go to Herat. Visit the King and find out what he will trade for his supply of alumina.



## DRAGON EGGS

Throughout the game, you will find Dragon Eggs. Collect eight of them and take them to the Dragon Shrine, northwest of Bakku. You will receive special weapons, armor, and favors for them. You only receive one special item for every eight Dragon Eggs, so once you have traded them in, start collecting more.



## FAREWELL

Well young hero, I have helped you all I can. The time has come for me to leave you on your own. Remember me and the things I have taught you, on the rest of your journey. The fate of our world lies in your hands, but the blood of Maxim flows through your veins--use its power to sweep the Sinistrals into oblivion!



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# LUFIA'S WORLD

| | |
|---|---|
| 1 | ALEKIA |
| 2 | CHATAM |
| 3 | CAVES |
| 4 | SHERAN |
| 5 | TRECK |
| 6 | EAST CAVE |
| 7 | NORTH CAVE |
| 8 | LORBENIA |
| 9 | GRENOBLE |
| 10 | OLD CAVE |
| 11 | TOWER |
| 12 | KIROF |
| 13 | MEDAN |
| 14 | GHOST CAVE |
| 15 | CAVE NEAR MEDAN |
| 16 | BELGEN |
| 17 | DAIS |
| 18 | TOWER |
| 19 | SURINIGAL |
| 20 | JENOBA |
| 21 | BLUE TOWER |
| 22 | GREEN TOWER |
| 23 | RUAN |
| 24 | RED TOWER |
| 25 | ELFREA |
| 26 | RANOS |
| 27 | CAVE NEAR RANOS |
| 28 | ODEL |
| 29 | LYDEN |
| 30 | WEST CAVE |
| 31 | ARUS |
| 32 | TOWER OF GRIEF |
| 33 | PLATINA |
| 34 | BAKKU |
| 35 | CARBIS |
| 36 | TOWER OF LIGHT |
| 37 | LINZE |
| 38 | GAYAS CAVE |
| 39 | MARSE |
| 40 | THREE ISLAND CAVES |
| 41 | HERAT |
| 42 | AISEN (PIRATE TOWER) |
| 43 | SOSHETTE |
| 44 | EPRO |
| 45 | OIL CAVE |
| 46 | ARUBUS |
| 47 | NORTH CAVE |
| 48 | SOUTH WEST CAVE |
| 49 | GLASDAR TOWER |
| 50 | FORFEIT ISLAND |

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# Lufia Quick Chart

## SPELLS

| Name | User | MP | Effect |
|---|---|---|---|
| Flash | Lufia(1) | -2 | Bolt of lightning, hits 1 enemy . |
| Bolt | Lufia(21) | -7 | Big bolt of lightning, hits 1 enemy . |
| Thunder | Lufia(41) | -12 | Huge bolt of lightning, hits 1 enemy . |
| Spark | Jerin(14) | -6 | Column of flame, hits one group of enemies . |
| Flame | Jerin(22) | -10 | Big column of flame, hits one group of enemies . |
| Vulcan | Jerin(34) | -15 | Huge column of flame, hits one group of enemies . |
| Dew | Lufia(5) | -5 | Column of water, hits one group of enemies . |
| Water | Lufia(23) | -10 | Big column of water, hits one group of enemies . |
| Flood | Lufia(37) | -15 | Huge column of water, hits one group of enemies . |
| Bang | Lufia(13) | -10 | Small explosion, hits all enemies . |
| Blast | Lufia(31) | -15 | Medium explosion, hits all enemies . |
| Sunder | Lufia(39) | -20 | Huge explosion, hits all enemies . |
| Frost | Jerin(14) | -9 | Wave of ice crystals, hits all enemies . |
| Blizzard | Jerin(30) | -13 | Small lumps of ice, hits all enemies . |
| Glacier | Jerin(38) | -18 | Huge lumps of ice, hits all enemies . |
| Perish | Lufia(33) | -4 | Kills weak monsters, affects one enemy . |
| Succumb | Hero(44) Lufia(43) | -8 | Kills weak monsters, affects one group . |
| Drowsy | Lufia(26) | -4 | Makes monsters drowsy, affects one group . |
| Fright | Hero(31) Lufia(19) | -4 | Makes monsters sleepy, affects one enemy . |
| Drain | Hero(10) Lufia(9) | -3 | Lowers enemy DFP, Affects one enemy . |
| Dread | Hero(34) | -5 | Lowers enemy DFP, affects one group . |
| Deflect | Lufia(11) | -3 | Prevents monster magic, affects one enemy . |
| Bounce | Lufia(35) | -5 | Prevents monster magic, affects one group . |
| Absorb | Lufia(17) Jerin(16) | -1 | Absorbs monster MP, affects one member . |
| Fake | Hero(37) | -4 | Increases AGL, affects your party . |
| Trick | Hero(39) Jerin(40) | -5 | Increases ATP, affects one member . |
| Confuse | Jerin(18) | -3 | Confuses monsters, affects one group . |
| Bravery | Hero(22) | -4 | Increases DFP, Affects one member . |
| Courage | Hero(25) Lufia(25) | -5 | Increases DFP, affects your party . |
| Shield | Lufia(3) | -2 | Shield against spells,affects one member . |
| Protect | Lufia(29) | -5 | Shield against spells, affects your party . |
| Mirror | Jerin(32) | -3 | Deflects enemy spells, affects one member . |
| Statue | Hero(16) | -3 | Turns one member to stone, spells can't affect you . |
| Strong | Hero(4) Lufia(7) Jerin(14) | -3 | Partially restores HP, affects one member . |
| Stronger | Hero(19) Lufia(15) Jerin(20) | -5 | Partially restores HP, affects one member . |
| Champion | Hero(28) Jerin(36) | -8 | Completely restores HP, affects one member . |
| Boost | Lufia(27) Jerin(28) | -15 | Partially restores HP, affects all members . |
| Valor | Hero(47) | -35 | Completely restores HP, affects all members . |
| Poison | Hero(13) Jerin(14) | -2 | Antidote for poison, affects one member . |
| Stun | Jerin(14) | -2 | Antidote for paralysis, affects one member . |
| Revive | Jerin(26) | -10 | Brought back to life, affects one member . |
| Rally | Hero(41) Jerin(42) | -30 | Restores fight power, affects one member . |
| Stone | Hero(22) Jerin(24) | -5 | Antidote for STATUE, affects one member . |
| Waken | Lufia(1) | -4 | Wakes up your party, affects all members . |
| Warp | Jerin(14) | -8 | Travel to any town you've been too, affects all members . |
| Escape | Jerin(14) | -8 | Leave caves and dungeons, affects all members . |
| Float | Hero(7) | -2 | Cross toxic marshes, affects all members . |
| Elf | Jerin(After you visit Elfrea) | -1 | Travel to Elfrea, affects all members . |

## RINGS

| Name | Price | DFP | AGL | ATP | INT | STR | MGR | Weight |
|---|---|---|---|---|---|---|---|---|
| Power Ring | 1200 | | | +10 | | | | |
| High Power Ring | 6000 | | | +40 | | | | |
| Daze Ring | 2400 | +8 | | | | | +4 | |
| High Daze | 9600 | +40 | | | | | +10 | |
| Mind Ring | 6000 | | | | +30 | +10 | | |
| Sonic Ring | 4800 | | +5 | | | | | |
| Mach Ring | 10800 | | +15 | | | | | |
| Blue Ring | 4000 | +8 | | +10 | | | | |
| Yellow Ring | 5000 | +20 | | | | | +20 | |
| Red Ring | 4000 | | +5 | | +10 | | | |
| Purple Ring | 6000 | +10 | +2 | +10 | +4 | | +10 | |
| Green Ring | 4000 | +4 | +10 | +4 | +4 | | +4 | |
| White Ring | 10000 | +20 | +4 | +40 | | | | |
| Black Ring | 12000 | +5 | +10 | +10 | | | +40 | |
| Heavy Ring | 4000 | | | +80 | | | | 120 |
| Wave Ring | 30000 | +20 | +8 | +30 | +15 | | +15 | |
| Undead Ring | 960 | Defends against magic. | | | | | | |
| Ghost Ring | 1440 | Effective against ghosts. | | | | | | |
| Dragon Ring | 3800 | Effective against dragons. | | | | | | |
| Sea Ring | 4440 | Effective against sea monsters. | | | | | | |
| Fly Ring | 1960 | Effective against flying monsters. | | | | | | |
| Water Ring | 2680 | Effective against monsters that don't like water. | | | | | | |
| Fire Ring | 3600 | Effective against monsters that don't like fire. | | | | | | |
| Ice Ring | 4000 | Effective against monsters that don't like ice. | | | | | | |
| Electro Ring | 3920 | Effective against monsters that don't like electricity. | | | | | | |
| Flash Ring | 3000 | If wearing, Flash spells +80%. Others -50%. | | | | | | |
| Flame Ring | 8000 | If wearing, Flame Spells +60%. Others -50%. | | | | | | |
| Water Ring | 6000 | If wearing, Water spells +60%. Others -50%. | | | | | | |
| Blast Ring | 10000 | If wearing, Explosion spells +50%. Others -50%. | | | | | | |
| Frost Ring | 7000 | If wearing, Blizzard spells +50%. Others -50%. | | | | | | |
| Gloom Guard | 3600 | If wearing, your guard against gloom magic decreases 100%. | | | | | | |
| Gloom Ring | 6900 | If wearing, success with gloom magic is increased 50%. | | | | | | |
| Diamond Ring | 7200 | If wearing when you shop, merchants will charge more for goods. | | | | | | |
| Engage Ring | 6000 | If wearing when you shop, merchants will charge less. | | | | | | |
| Monster Ring | 1200 | If wearing, random monster appearances will occur 50% more. | | | | | | |
| Emerald | 200 | | | | | | | |
| Opal | 100 | | | | | | | |

## ITEMS

| Name | Price | Use |
|---|---|---|
| Grilled Newt | 2 | Recover 10±2 HP, one member. |
| Wind Flute | 4600 | Recover 60±10 HP, one member. |
| Potion | 8 | Recover 20±5 HP, one member. |
| Hi-Potion | 400 | Recover 100±10 HP, one member. |
| Ex-Potion | 3000 | Recover all HP, one member. |
| Magic Potion | 10 | Recover 20±5 MP, one member. |
| Hi-Magic | 1000 | Recover 40±10 MP, one member. |
| Ex-Magic | 6000 | Recover all MP, one member. |
| Antidote | 6 | Heals poisoning. |
| Sweet Water | 10 | 50% less chance of monster appearance when used. |
| Foul Water | 10 | 50% more chance of monster appearance. |
| Awake | 10 | Wakes up one sleeping party member. |
| Stone Cure | 100 | Cures Stone, one member. |
| Mystery Pin | 30 | Cures paralysis, one member. |
| Brone Sword | 5 | Cures confusion, one member. |
| Swing Wing | 80 | Warps you to any place you have already visited. |
| Escape | 200 | Escape from Caves and Dungeons.. |
| Magic Guard | 50 | Increases MGR 60% during battle, one member. |
| Power Gourd | 100 | Increases ATP 60% during battle. |
| Mind Gourd | 100 | Increases INT 60% during battle. |
| Great Potion | 0 | Adds 4±1 HP to Max. HP, one member. |
| Spell Potion | 0 | Adds 4±1 MP to Max. MP, one member. |
| Speed Potion | 0 | Adds 2±1 to Max. AGL, one member. |
| Mind Potion | 0 | Adds 2±1 to Max. INT, one member. |
| Power Potion | 0 | Adds 2±1 to Max. STR, one member. |
| Float | 50 | Allows you to float over poison ponds. |
| Smoke Ball | 80 | Creates a diversion so that you may run away from an enemy. |
| Arrow | 2 | ATP 40±3, one enemy. |
| Mid-Arrow | 50 | ATP 102±8, one enemy. |
| Big Arrow | 100 | ATP 250±25, one enemy. |
| Arrows | 10 | ATP 40±4, one group of enemies. |
| Hi-Arrow | 100 | ATP 120±6, one group of enemies. |
| Ex-Arrows | 200 | ATP 250±10, one group of enemies. |
| Dragon Arrow | 200 | ATP 220±6 vs. dragon, one enemy. |
| Bomb | 100 | ATP 80±4, all enemies. |
| Hi-Bomb | 250 | ATP 160±8, all enemies. |
| Ex-Bomb | 500 | ATP 255±44, all enemies. |
| Empty Bottle | 2 | ATP 50±20, one enemy. |
| Dragon Tooth | 120 | ATP 100±50 vs. dragon. |
| Sleep Arrow | 5 | 40% chance of arrow working, one group of enemies. |
| Puzzle Arrow | 8 | 40% chance of success, one group of enemies. |
| Stun Arrow | 15 | 40% chance of success, one group of enemies. |
| Gloom Arrow | 80 | 20% chance of success, one enemy. |
| Poison Pin | 10 | Gloom attack, success 70%. |
| Gloom Voice | 600 | Gloom attack, success 100%. |
| Teddy Bear | 50 | Confusion, success 50%. |
| Stuffed Dog | 10 | Paralyzed, success 50%. |
| Stuffed Pig | 10 | Sleep, success 50%. |
| Miracle | 5000 | Completely recovers HP and MP, even if member is completely out, one member. |
| Revive | 500 | Recovers HP and MP, even if member is completely out, one member. |
| Pear Cider | 10 | Regain 30±3 HP and ATP up 10%, one member. |
| Sour Cider | 20 | Regain 50±10 HP and ATP up 20%, one member. |
| Lime Cider | 20 | Regain 50±5 HP and ATP up 30%, one member. |
| Plum Cider | 30 | Regain 60±6 HP and ATP up 40%, one member. |
| Apple Cider | 1000 | Regain 100±10 HP and ATP up 50%, one member. |
| Dragon Egg | 0 | Collect 8 and take them to the dragon temple. |
| Secret Map | 500 | |
| Crown | 2000 | |
| Silver Wick | 2300 | |
| Royal Statue | 5000 | |
| Silver Tarot | 1800 | |
| Straw Doll | 10 | |
| Long Nail | 4 | |

## WEAPONS

| Name | User | Price | ATP | Weight |
|---|---|---|---|---|
| Knife | HLAJ | 10 | +13 | 10 |
| Club | H-A- | 120 | +28 | 20 |
| Mace | -L-J | 600 | +45 | 20 |
| Dagger | HLAJ | 50 | +19 | 15 |
| Long Knife | -L-J | 180 | +24 | 40 |
| Short Sword | H-A- | 360 | +39 | 30 |
| Rod | -L-J | 4800 | +75 | 28 |
| Gladius | H-A- | 15300 | +168 | 80 |
| Glass Rope | -L-J | 7200 | +88 | 25 |
| Silver Plate | H-A- | 1400 | +71 | 40 |
| Staff | -L-J | 360 | +37 | 35 |
| Scimitar | H-A- | 2100 | +90 | 50 |
| Rapier | -L-J | 2400 | +66 | 30 |
| Long Sword | H-A- | 4800 | +115 | 50 |
| Long Staff | -L-J | 1200 | +56 | 40 |
| Axe | H-A- | 3000 | +104 | 80 |
| Spear | H-A- | 780 | +53 | 45 |
| Morning Star | H-A- | 9600 | +142 | 100 |
| Mace | -L-J | 600 | +45 | 20 |
| Cat-Whip | -L-J | 15600 | +121 | 60 |
| Battle Axe | H-A- | 12000 | +155 | 85 |
| Hammer Rod | -L-J | 9600 | +98 | 55 |
| Trident | H-A- | 7800 | +128 | 60 |
| Silver Rod | -L-J | 12000 | +112 | 50 |
| Silver Sword | H-A- | 24000 | +192 | 90 |
| Buster Sword | H-A- | 2800 | +217 | 90 |
| Zircon Rod | ---J | 19200 | +160 | 50 |
| Great Axe | H-A- | 18600 | +180 | 100 |
| Grand Blade | H-A- | 38000 | +244 | 85 |
| Zircon Axe | --A- | 48000 | +288 | 85 |
| Zircon Sword | H--- | 42000 | +256 | 75 |
| Broad Sword | H-A- | 1200 | +81 | 75 |
| Broad Rod | -L-J | 1200 | +50 | 75 |
| Luck Blade | --A- | 2400 | +400 | 80 |
| Gloom Pick | -L-J | 4800 | +0 | 50 |
| Dual Blade | H--- | 0 | +300 | 0 |
| Might Sword | H-A- | 9500 | +380 | 30 |
| Elven Bow | ---J | 2800 | | |
| Artea's Bow | ---J | 24000 | | |
| Might Bow | H-A- | 30000 | | |
| Carbo Sword | H-A- | 33600 | +232 | 85 |
| Frying Pan | HLAJ | 50 | +5 | 3 |
| Zircon Plate | HLAJ | 70 | +10 | 1 |

## SHOES

| Name | User | Price | DFP | AGL | ATP | Weight |
|---|---|---|---|---|---|---|
| Sandals | HLAJ | 50 | +2 | | | 2 |
| Cloth Shoes | HLAJ | 300 | +4 | | | 4 |
| Tan Shoes | HLAJ | 840 | +6 | | | 5 |
| Spike Shoes | H-A- | 2000 | +4 | | +5 | 8 |
| Brone Helmet | -L-J | 3000 | +2 | | +5 | 4 |
| Wind Shoes | H-A- | | +5 | | | 5 |
| Wind Heels | -L-J | 4900 | | +5 | | 5 |
| Knife Shoes | H-A- | 6000 | +5 | | +10 | 10 |
| Needle Heels | -L-J | 7200 | +2 | | +10 | 8 |
| Sonic Shoes | H-A- | 8600 | +5 | +8 | | 4 |
| Sonic Heels | -L-J | 10200 | +3 | +8 | | 2 |
| Sword Shoes | H-A- | 11000 | +8 | | +15 | 15 |
| Heeled Shoes | -L-J | 11400 | +3 | +15 | | 12 |
| Mach Shoes | H-A- | 11600 | | +10 | | 5 |
| Mach Heels | -L-J | 12200 | | +10 | | 3 |

## ARMOR

| Name | User | Price | DFP | Weight |
|---|---|---|---|---|
| Dress | -L-J | 120 | +4 | 10 |
| Cloth | HLAJ | 140 | +8 | 15 |
| Cloth Armor | H-A- | 240 | +12 | 25 |
| Robe | -L-J | 260 | +11 | 20 |
| Tan Armor | H-A- | 480 | +16 | 30 |
| Tan Robe | -L-J | 540 | +15 | 25 |
| Light Armor | H-A- | 3000 | +28 | 35 |
| Light Robe | -L-J | 3360 | +24 | 30 |
| Chain Mail | H-A- | 960 | +20 | 45 |
| Chain Cloth | -L-J | 1100 | +18 | 35 |
| Plate Cloth | -L-J | 5700 | +35 | 50 |
| Brone Armor | H-A- | 1400 | +24 | 60 |
| Quilted Silk | -L-J | 4800 | +28 | 35 |
| Half Mail | H-A- | 4200 | +32 | 65 |
| Brone Robe | -L-J | 1500 | +21 | 45 |
| Silver Armor | H-A- | 7200 | +42 | 70 |
| Silver Robe | -L-J | 8400 | +34 | 50 |
| Plate Mail | H-A- | 5800 | +36 | 80 |
| Zircon Robe | ---J | 12000 | +44 | 55 |
| Zircon Armor | H-A- | 12000 | +50 | 75 |
| Clear Silk | -L-J | 10000 | | |
| Might Armor | H-A- | 60000 | | |
| Carbo Plate | H-A- | 10800 | +46 | 75 |
| Gown | -L-J | 100 | +2 | 1 |
| Apron | HLAJ | 60 | +2 | 1 |

## HELMET

| Name | User | Price | DFP | Weight |
|---|---|---|---|---|
| Cloth Helmet | H-A- | 120 | +2 | 5 |
| Tan Helmet | H-A- | 240 | +5 | 10 |
| Ribbon | -L-J | 210 | +2 | 7 |
| Wood Helmet | H-A- | 540 | +8 | 14 |
| Glass Cap | -L-J | 460 | +4 | 10 |
| Brone Shield | H-A- | 1200 | +11 | 21 |
| Red Beret | -L-J | 120 | +8 | 14 |
| Iron Helmet | H-A- | 2500 | +14 | 30 |
| Plate Cap | -L-J | 3800 | +10 | 17 |
| Plate Helmet | H-A- | 4900 | +16 | 24 |
| Glass Beret | -L-J | 1000 | +6 | 15 |
| Silver Helmet | H-A- | 7400 | +18 | 27 |
| Sakret | -L-J | 6200 | +12 | 22 |
| Zircon Beret | ---J | 9600 | +16 | 25 |
| Zircon Helmet | H-A- | 10200 | +25 | 30 |
| Might Helmet | H-A- | 8900 | +20 | 29 |
| Might Cap | -L-J | 8500 | +14 | 24 |
| Hairband | -L-J | 210 | +1 | 1 |
| Broach | -L-J | 50 | +1 | 1 |
| Earring | -L-J | 80 | +1 | 1 |
| Necklace | -L-J | 100 | +1 | 1 |
| Carbo Helmet | H-A- | 10200 | | |
| Ear Tip | -L-J | 50 | +1 | 1 |
| Pot | HLAJ | 60 | +3 | 1 |
| Diamond Crown | HLAJ | 12000 | +4 | 10 |

## SHIELDS

| Name | User | Price | DFP | Weight |
|---|---|---|---|---|
| Bracelet | -L-J | 90 | +2 | 7 |
| Tan Shield | HLAJ | 180 | +5 | 15 |
| Wood Shield | H-A- | 360 | +7 | 20 |
| Buckler | H-A- | 1000 | +13 | 14 |
| Wood Wrist | -L-J | 480 | +8 | 21 |
| Kite Shield | H-A- | 1400 | +15 | 20 |
| Round Shield | H-A- | 1920 | +18 | 30 |
| Round Wrist | -L-J | 2600 | +15 | 26 |
| Cat Heels | H-A- | 720 | +10 | 33 |
| Tower Shield | H-A- | 4600 | +25 | 60 |
| Large Shield | H-A- | 3400 | +20 | 40 |
| Silver Wrist | -L-J | 2800 | +20 | 28 |
| Shriek | H-A- | 3800 | +23 | 45 |
| Zircon Wrist | -L-J | 8400 | +25 | 30 |
| Small Knife | H-A- | 8400 | +30 | 45 |
| Might Shield | H-A- | 36000 | +65 | 60 |
| Brone Wrist | -L-J | 840 | +10 | 30 |
| Carbo Shield | H-A- | 6000 | +28 | 55 |
| Chop Block | HLAJ | 30 | +2 | 1 |

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